



TIME WIZARDS

The Sober and Serious Edition

1 Introduction

Hello, and welcome to ~~a wall of fucking text~~ *Time Wizards: The Sober and Serious Edition*, a game for serious individuals with serious lives. At least, by the standards of *Time Wizards* players, which is sort of like saying “a particularly Chaotic sort of paladin” or “a very healthy lich”. As the name might somewhat jokingly suggest, *Sober and Serious Edition* is an attempt at producing a game with similar potential for shenanigans as traditional *Time Wizards* while being more accessible to a general tabletop audience.

This “edition” is very much a work in progress, and any playtest information you have is very welcome; **Time Wizard Archibald**, the main author of this document, can be contacted with any feedback at archie.m.vist@gmail.com. Expect this document to expand and contract as the rules finalise. Also expect the formatting to improve as I take more time to actually block things out and organise things.

For reference, this is version Version 0.0.1 α of *Time Wizards: The Sober and Serious Edition*. This version adds tables for Time Wizard attributes and to organise power-to-area costs, and changes maximum dice pool size to scale with Core Attribute instead of Will to better balance CA-heavy builds.

2 Differences from *Time Wizards: Revised First Edition*

This section assumes some familiarity with *Time Wizards: Revised First Edition*. If you’re playing *Time Wizards* for the first time using *Sober and Serious Edition* for some reason, feel free to skip to the next section.

The basics of character creation remain the same as in *Revised First Edition*: each character selects five “verb the noun” phrases from lists provided by the Time Master, which serve as their Time Wizard powers. Added in *Sober and Serious Edition* are two numeric values, which are given values from 1-9 and must sum to 10. These characteristics determine the scale and variety of effects that a Time Wizard’s powers can achieve. For the particulars on characteristics and their uses, see the **Choose Characteristics** section under **Character Creation**.

In terms of mechanics, the classic *Revised First Edition* of *Time Wizards* is a completely different game from *Sober and Serious Edition*. In particular, the entire dice slap system from classic *Time Wizards* has been removed; while some may say this removes a characteristic part of what makes a game of *Time Wizards* what it is, it was removed for several reasons: first and foremost, to make the game more accessible. As a rule, people (even many fa/tg/uys) tend to avoid physical pain; as such, most any other RPG system would be easier to pitch to a group than a game of *Revised First Edition* or other slap system *Time Wizards*.

Further, a slap system offers a significant advantage to those with stronger physical characteristics, such as longer arms or better pain tolerance. As **Time Wizard Archibald** has the physical constitution of a gnome who bathes in burnt othur fumes, and many other people do not, switching to a strictly dice-based system evens the playing field for him and others with delicate lady hands.

For the new power mechanics, see the **Time Moments** section.

The referenced sections should be sufficient for someone familiar with *Time Wizards: Revised First Edition* to play *Sober and Serious Edition*.

3 Setting Up

3.1 Character Creation

Each player in a game of *Time Wizards* controls a single Time Wizard: mighty masters of time and space who warp reality to their will in both highly-specific yet completely open-ended ways. Prior to their sudden, unexpected ascendancy to Time Wizardhood, a Time Wizard is an individual going about an ordinary day who is suddenly and instantaneously imbued with mighty eldritch powers, based on some of the last things they did as a mortal man.

Note that they must be going about an ordinary day, no matter how extraordinary the character may be: they could be the ruler of all known space, but the day they awakened to Time Wizard powers would be the day they went to a wine tasting and caught up on paperwork. It is for this reason that Theodore Roosevelt cannot become a Time Wizard. Theodore Roosevelt does not need to become a Time Wizard.

3.1.1 Determine Powers

First, when creating your Time Wizard, determine what your character's mortal life was like; this lets you give the TM ideas about what your character was doing. The TM then proceeds to describe the events of your character's life through sets of phrases in the general form "verb the noun": that is, performing some action on some object. The size and number of the sets is up to the TM's discretion, but each should contain at least five phrases. If a player rejects a set, the TM must provide another; players can choose their powers from exactly one set, and can only choose one of the two most recent sets provided by the TM. Reject your first two sets, for instance, and you cannot go back and choose the first after you hear the third.

3.1.2 Determine Characteristics

With your character's five powers chosen, you must then allocate your Time Wizard's characteristics. Time Wizards are rather simple entities, with two characteristics: Will, representing the Time Wizard's mental fortitude, and a second stat which represents their ability to understand and use their Time Wizard powers. The name of this stat is chosen by each Time Wizard based on something in their past life; for instance, a stage magician may attribute their newfound powers to their Showmanship, while a bodybuilder might attribute it to their Musculature. For consistency, we will call this a Core Attribute; it can be any attribute of the character, usually something they see as a definitive aspect of themselves. A Time Wizard's two characteristics must sum to 10: if Captain Ahab the Time Wizard has 7 Desire To Slay The Whale, he must then have 3 Will.

Time Wizards have access to two pools of power: their Power pool, which is determined by Will, and their Posits, which are determined by their Core Attribute. A time wizard has a maximum of five times their Will in Power, and has three times their Core Attribute plus two in Posits. A "balanced" Time Wizard has 5 Will and 5 Core Attribute, for a total of 25 Power and 17 Posits. A full listing of Time Wizard attribute choices and their results is given in Table 1: CA and Will Values.

To "Posit" means to put forward a logical proposition, and is also a homophone for "pause it" if you have the right accent. This suggests the function of a Posit: to declare a Time Moment and to expand the function of your Time Wizard powers beyond their mundane trappings. Declaring a

Time Moment, dilating time, and making outlandish prepositions for your Time Wizard powers all require at least one Posit be spent.

Power is more straightforward: you can spend a point of power to either add a single d6 to your roll to activate a power. By default, you roll 2d6; the maximum number of dice you can add is equal to your Core Attribute. The maximum number of dice you can roll is given in the nearby table under Dice Cap.

In general, have more Will if you think you want broad, reliable powers that are relatively straightforward, and have more Core Attribute if you want powers to be highly versatile at the cost of reliability.

With your characteristics and powers determined, your Time Wizard is ready to play!

Table 1: CA and Will Values

CA	Will	Posits	Power	Dice Cap
1	9	5	45	3
2	8	8	40	4
3	7	11	35	5
4	6	14	30	6
5	5	17	25	7
6	4	20	20	8
7	3	23	15	9
8	2	26	10	10
9	1	29	5	11

3.2 The Scenario

When every party member has finished character creation, the Time Master outlines the situation and objective of the party. *Time Wizards: The Sober and Serious Edition*, like all forms of *Time Wizards*, is not designed for long campaigns¹; generally, you'll be playing for an hour or so after another game, or to kill time during the day. It's highly recommended to have a straightforward objective for the players to focus their energies on, or else the game drags for lack of purpose.

A good scenario can be anything from "Liberate the world's supply of croissants" to "Kill Hitler" to "Steal the Hope Diamond (to pay your rent)". (These are all from actual games of *Time Wizards* I have played or TM'd: the first and third in *Revised First Edition*, the second being the inaugural game of *Sober and Serious Edition*.) Any task that isn't trivially simple can be complicated by the sheer chaos that a group of Time Wizards will inevitably bring to any goal; the fun of *Time Wizards* isn't achieving the objective, it's everything that happens along the way.

4 Playing the Game

With player characters and a scenario, it's time to play the game. The Time Wizards can bumble around in an active universe and try and do things like ordinary people; there aren't really rules for this right now, so it's largely to the TM's discretion how events occur in normal time (if they really matter at all). Essentially, normal-time gameplay is made up of two things: waiting for a Time Moment, and the immediate aftermath of a Time Moment.

4.1 Time Moments

At any time, a Time Wizard with at least one Posit can declare a Time Moment. This uses the Posit and freezes time, allowing any number of Time Wizards in the party to use their Time Wizard powers; it also restores the declaring player's Power by half of their maximum, rounded up.

¹But if you run one, storytime that shit.

Players must declare which powers they are using in a Time Moment before any dice are rolled. The declaring player must use a power; all other players have the choice to opt out, which restores one Posit for each player using a power in this Time Moment.

Before rolling dice, each player must specify the amount of Power used, both to increase dice and to increase the area of effect. One point of Power adds one die, or increases the size of the effect. Effect sizes are given in Table 2: Power to Size Guidelines; it's good to ask the TM for specific sizes of objects to determine the Will needed to be spend.

Further Power to area tiers can be added at the TM's discretion. So long as the Time Wizard has the power in their pool, there is no limiting factor for spending it on area of effect.² Suggested values for 12 Power include the entire multiverse, if such a thing is pertinent to your game, or a cluster of related universes if the multiverse is truly large. Another use for high Power would be to interfere with other games of *Time Wizards* occurring in the same area, so long as your Time Masters have an understanding.

When using Power to increase the number of dice rolled beyond the initial 2d6, note that the number of added dice cannot exceed the Time Wizard's Core Attribute score. The maximum number of dice a Time Wizard with a given attribute spread can roll is given in Section 3, in Table 1: CA and Will Values.

Once the amount of Power used by each Time Wizard is determined, powers are resolved starting with the player who declared the Time Moment, each player rolls their determined number of dice. The Time Master rolls a number of dice equal to the Order Rating, something representing how orderly (and thus resistant to the Time Wizard's reality manipulation) the situation is: this is set by the TM. When in doubt, set an Order Rating of 4: this even odds to a Time Wizard with slightly below average Will, since an average time and place isn't particularly chaotic but there's nothing in particular holding it together either.

Normally, assuming there's no Wrath involved, the TM rolls 1d6 for each point of Order. The winner of the roll is whichever player has a higher number; in the event of a tie, the winner goes to whichever player rolled fewer dice. In the event that both of these are a tie, the Time Wizard succeeds. When a Time Wizard succeeds, they get to choose how their power resolves and they gain a point of Wrath; when a Time Wizard fails, the TM chooses how the power resolves.

Finish rolling for every power used before resolving any powers.

4.1.1 Wrath

Wrath is the representation of how much reality is sick of a given Time Wizard's shit. For every successful roll against the TM, a Time Wizard gains a point of Wrath. When a Time Wizard attempts to activate a power, the TM may use accumulated Wrath one of two ways: a single point of Wrath will add one die to the roll against that power, or will increase the size of all dice rolled

Table 2: Power to Size Guidelines

Power Spent	Size Limit
0	The power's user only
1	A person
2	A house or building
3	A city block
4	A small town
5	A large city
6	A small country
7	A continent
8	A planet
9	A star system
10	A galaxy
11	The entire universe

²Yes, we know it's actually a volume of effect.

against that power: a single point of Wrath will have the TM roll d8s, two will see d10s, three will see d12s, and four will see d20s. This allows the TM to hijack particularly useful Time Wizard powers and gain revenge on highly successful players even at low Order.

4.2 Resolving Powers

Depending on the outcome of rolling for power activation, either the Time Wizard or the TM decides how a given power resolves. Every power, you recall, is of the form “verb the noun”: to resolve a power, the player or TM must describe how some intended result is an action matching the verb and noun from the power: for instance, “unwrap the cheeseburger” could be used to shred the unnecessary bits of a loaf of bread and a cow, leaving only a cheeseburger behind, or could be used to tear apart the cosmic essence of a cheeseburger to turn it into an eldritch hand grenade. Time Wizard powers are very versatile, if you have the right argument.

In general, it costs a Time Wizard one Posit to declare that one object or one action is some different action. For instance, it does not cost a Posit to declare that a crate is a box, but declaring that a rocket launcher (which has a scope on it) is itself a scope would cost one Posit. At the group’s discretion, Posits can also be charged for highly general powers, such as “ready the materials” or “make the delivery”, in order to maintain some illusion of balance. The total number of Posits which can be spent on a single resolution is the Time Wizard’s Core Attribute value.

When the TM resolves a power, they are not limited by Posits and Core Attribute, but must keep the effect pertinent to the ability at hand and within the same range specified when the Time Wizard first declared their power.

Resolve powers in the order that dice were rolled. When all powers have been resolved, the players have a choice: either have the Time Moment end, causing all consequences from it to occur, or to enter Time Dilation.

4.3 Time Dilation

At the end of a Time Moment, if circumstances are unfavourable to the Time Wizards, one may choose to spend additional Posits to produce a Time Moment inside a Time Moment. A Dilated Time Moment behaves in most respects similarly to a Time Moment, with some slight differences:

Each layer of Time Dilation increases the number of Posits needed to declare the dilation by 1. The first layer of Time Dilation requires two Posits; if circumstances are still unfavourable, dilating a second time would require three.

Dilating Time, unlike declaring a regular Time Moment, does not restore half of the declaring Time Wizard’s Power. Likewise, opting out of a Dilated Time Moment does not restore any Posits.

All effects of powers in dilated time are amplified, increasing for each level of dilation. For instance, a simple “water the flowers” that would, in a standard Time Moment, produce a warm sunshower instead produces a torrential downpour and flash floods when time is dilated. The exact nature of the effect increase is up to the resolving player and the TM.

Whether Time Dilation happens or not, the Time Moment must end, and reality then deals with the consequences of the Time Wizards’ actions. Return to the top of the Playing the Game section until the Time Wizards complete their objective.

5 Credits

As a whole, *Time Wizards: The Sober and Serious Edition* belongs to the people of /tg/. All work is done on the shoulders of giants, and this document wouldn't be possible without a grand history of shenanigans that I can only wish I had a part in.

Time Wizards would not exist as it does today were it not for **DM Kroft!ScSfaqO.RY** regaling /tg/ with his tales of shenanigans, and would not exist at all were it not for a bold unknown individual in Kroft's group who shouted the first "Mientras tanto, los MAGOS DEL TIEMPO!" over pizza. The creators are named in *Classic Edition* as Cristin Andreu (**DM Kroft** himself), Gonzalo Jimenez and Alain Raymond, so buy those guys a beer if you see them. They deserve it.

Time Wizards: First Edition was compiled from the imagination of **Anonymous** by **Art_Wizard**, providing the first publicly-available ruleset for the game.

Time Wizards: Revised First Edition was in turn developed from *First Edition* by a valiant **Anonymous**, providing the first full version of *Time Wizards* to /tg/ that is in the form of a structured, presentable rulebook. *Revised First Edition* remains the primary inspiration for *Sober and Serious Edition*, as it is the form of *Time Wizards* with which I was familiar prior to pitching the idea for a reformed version to **Social Techpriest** and the other members of our gaming group.

Further mention should be given to *Time Wizards!* or *Time Wizards: Classic Edition*, the original rules as collected and posted by **DM Kroft!ScSfaqO.RY** in a later thread, and *Time Wizards: Advanced Edition*, which attempted to reconcile the rules of *Revised First Edition* and *Classic Edition*. I have not played *Classic* or *Advanced*, but they're still *Time Wizards* games at heart and I'd be curious to see someone who's played multiple versions compare them.

The rules of *Time Wizards: The Sober and Serious Edition* are largely the efforts of **Social Techpriest**. This document was written and formatted (such as it is) by **Time Wizard Archibald**, but giving me credit for any part of *Time Wizards* is sort of like giving credit for the Empire State Building to a guy who happened to take a photo of it.

Credit for the cover image and title goes to **Anonymous** of /tg/.

6 Future Plans

First and foremost, I need to typeset this document up nicer so it's not a seamless wall of text and has nice little things like examples and coloured boxes. Everyone likes coloured boxes.